

NEW! THE ETERNAL CHAMPIONS HAVE ARRIVED!

sonic the comic

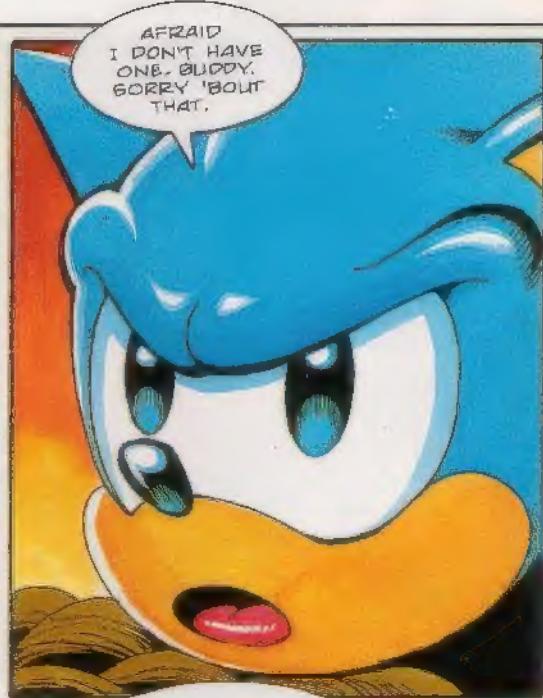
starring
**SONIC
THE HEDGEHOG**



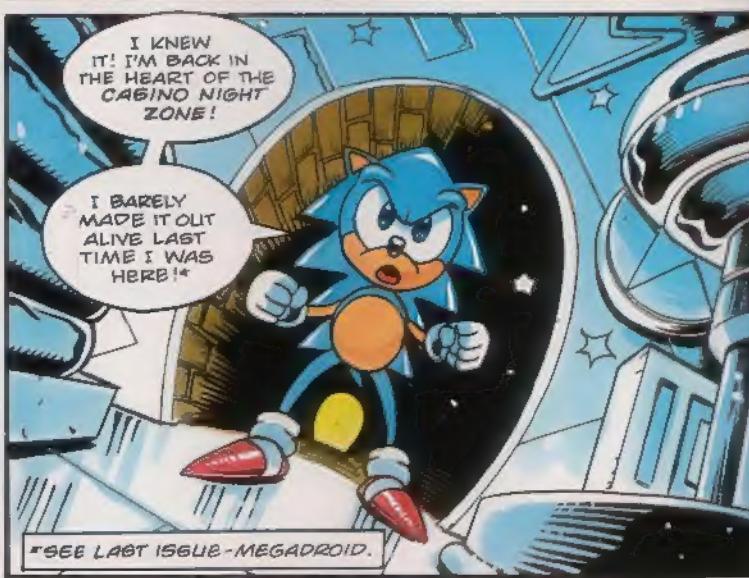
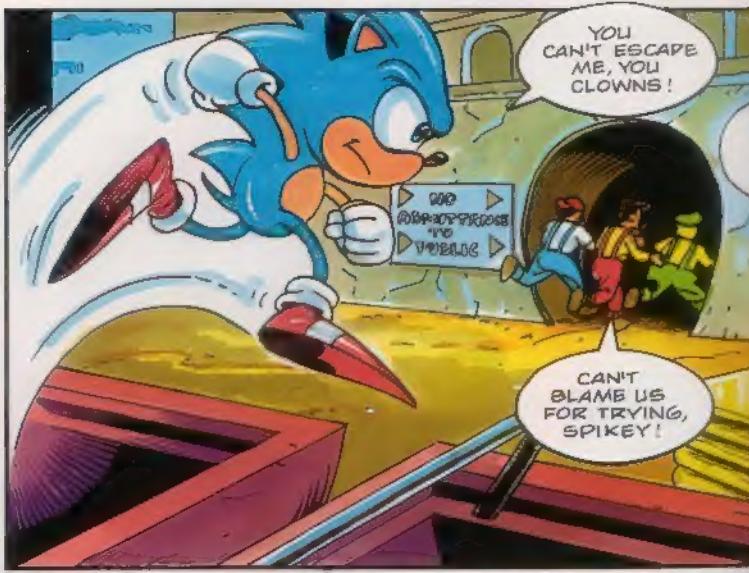
**KICK IT,
CHAMPIONS!**

NEW SHINOBI
STORY
inside!



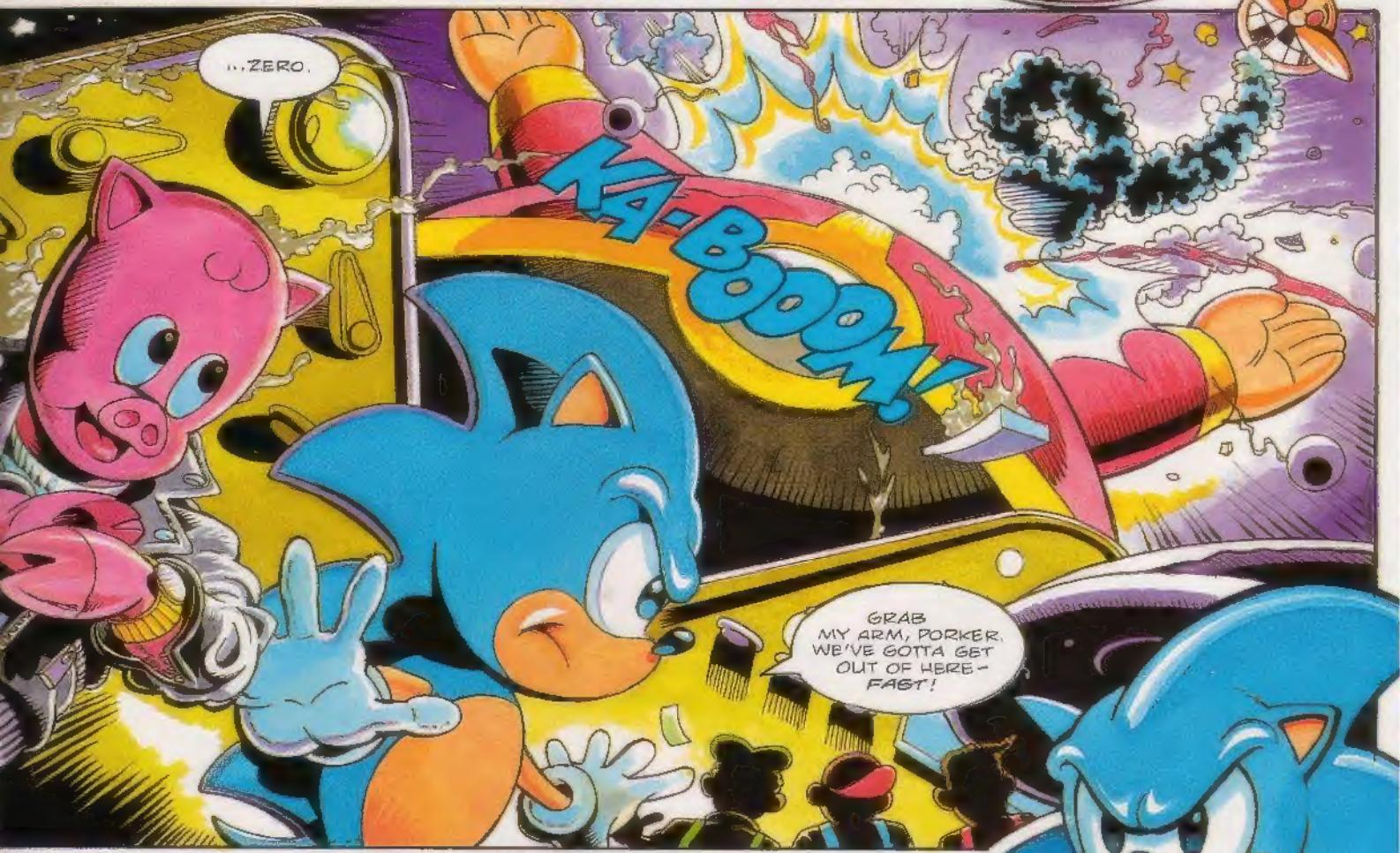
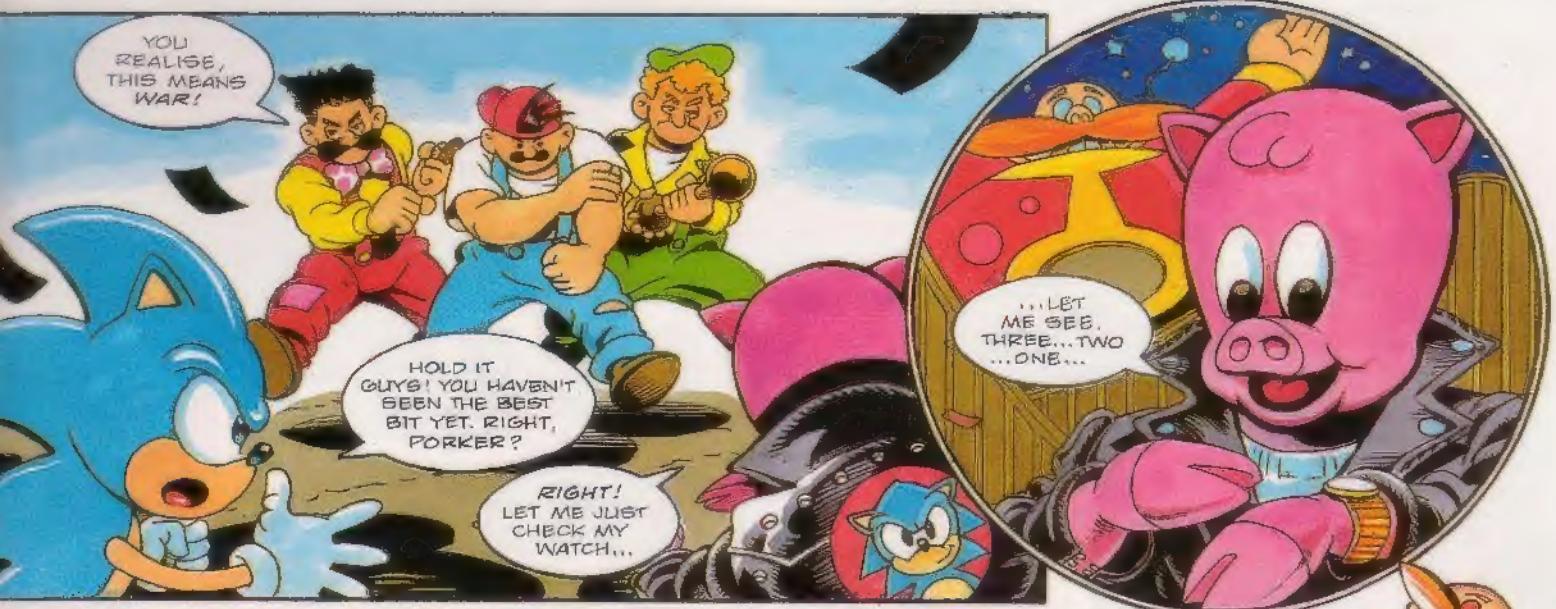












REVIEW Zone



SONIC 3

SPECIAL!

Sonic The Hedgehog 2 was such a huge global success that Sega was always going to be under pressure to deliver the goods again. Well, Sonic The Hedgehog 3 is everything a Sonic fan could want and more. For a start, both Sonic and Tails characters have been given around three times as much animation as they had in Sonic 2. Furthermore, they look a whole lot sharper and animate smoothly.

There are now two bosses per stage (one in each act), plus there's a new set of Badniks to beat. They not only look different but they attack really quickly and have a good eye for weak spots!

Sonic 3 is packed with lots of new play items like spinning tops, pulley ropes, catapulting arms, spiked pillars and twirling vines, to name but a few.

What Sonic game would be complete without the Zones? Well, this game features six brand new ones, and they are all h-u-g-e.

ANGEL ISLAND

This zone has Sonic meeting up with a new enemy called Knuckles who teases Sonic throughout the game. This weird looking creature is an Echidna (that's a spiny anteater, as if you didn't know!). Other hazards you'll encounter on the island are vines (the swinging variety), and sheer walls of flames!

HYDRO CITY

This water-filled city is no joke and features many tricky

moves. Features include chasing walls, slippery slides, underwater creatures and conveyor belts.

Zone

This extra special Review Zone brings you a full review of the newest and greatest Sonic The Hedgehog game yet to appear! STC Reviewer this issue: Vincent Low.



Mega Drive



Master System



Mega CD



Game Gear



STC Rating System

under 40% - Yawnsville

40 - 70% - Normalsville

70 - 90% - Fun City

80 - 90% - Big Time City

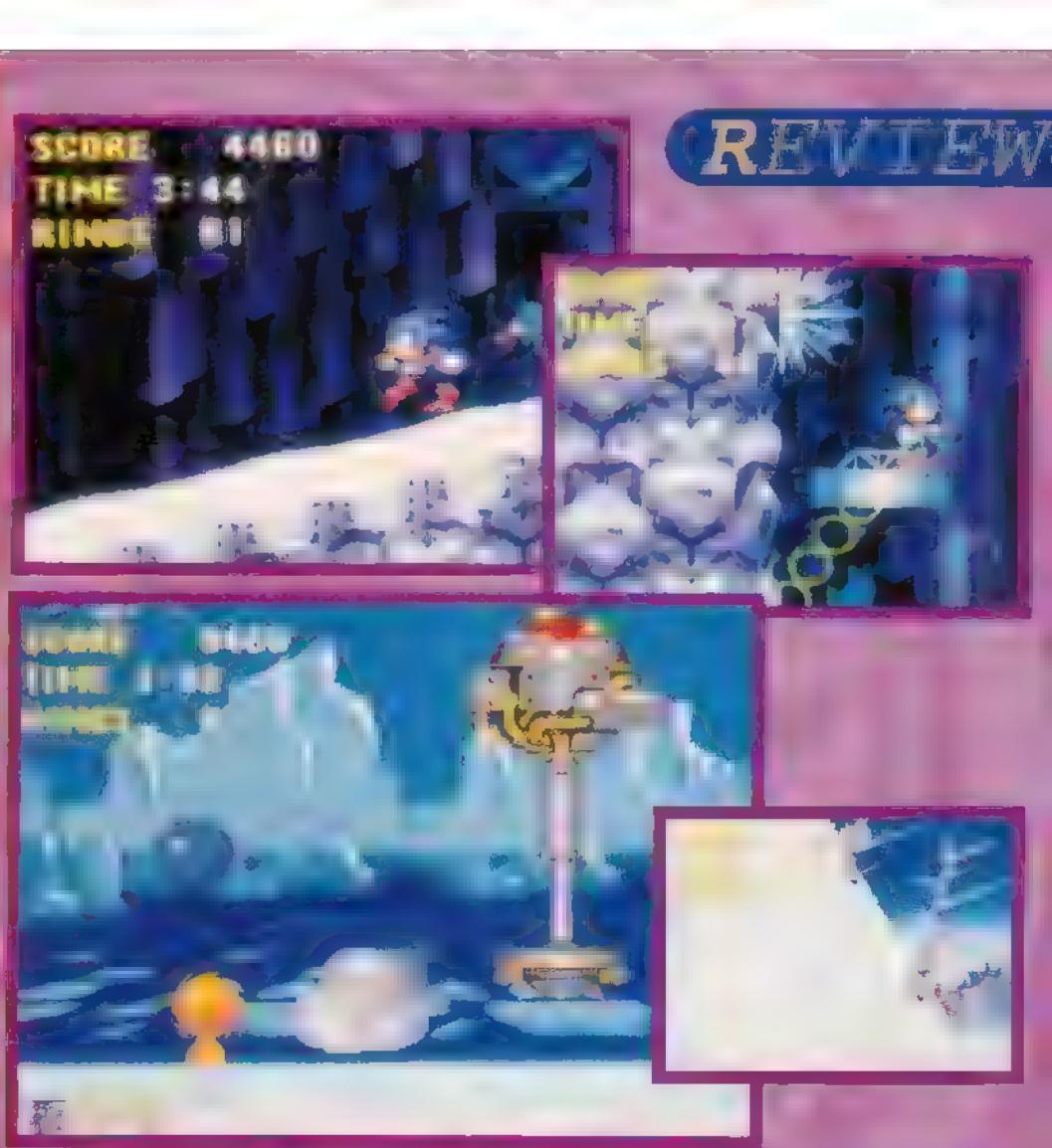
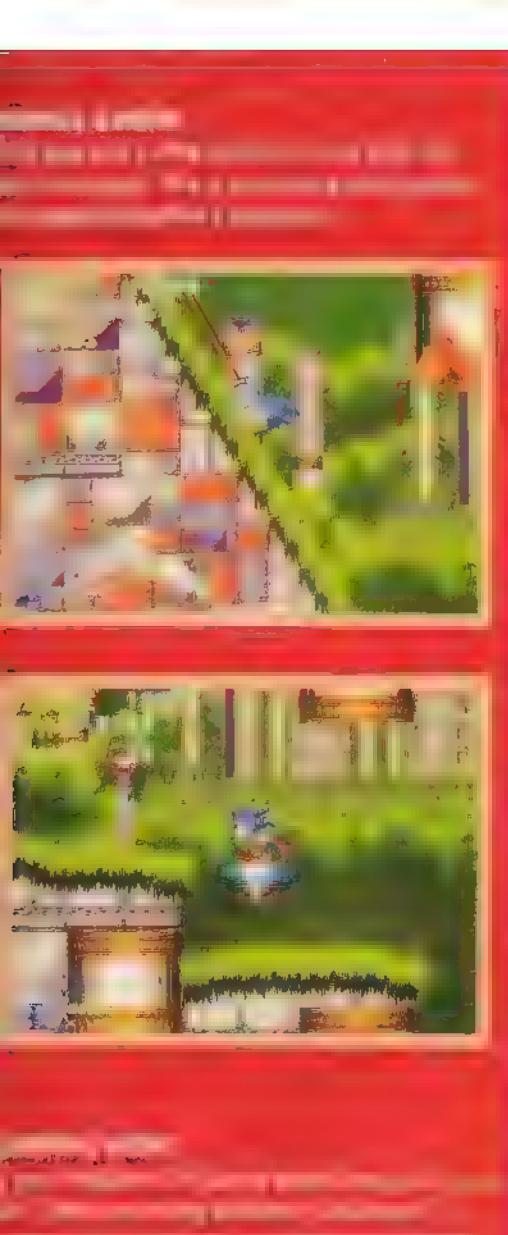
over 90% - Mega City!

SONIC THE HEDGEHOG 3

game type: ACTION

1-2 PLAYERS



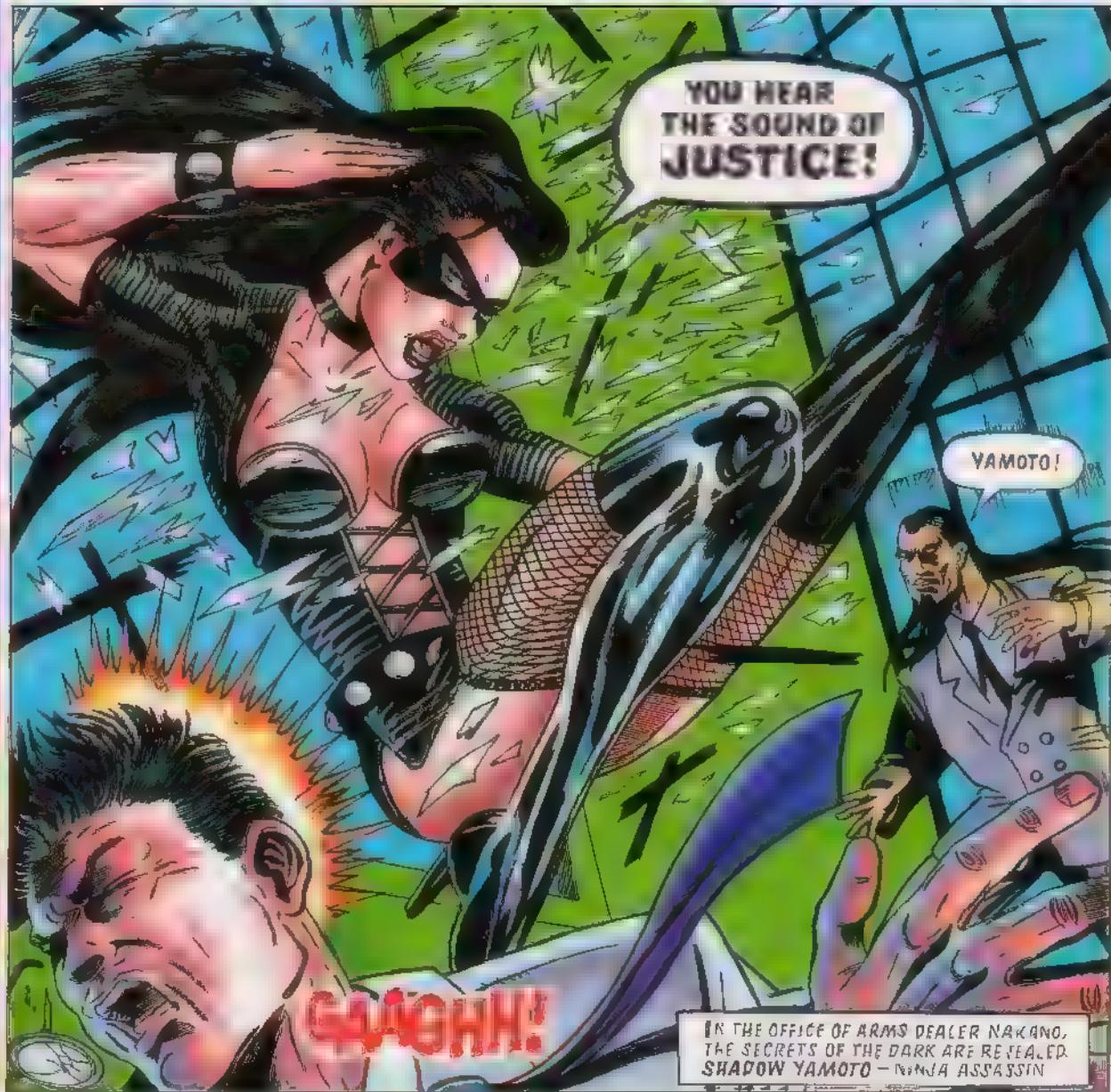
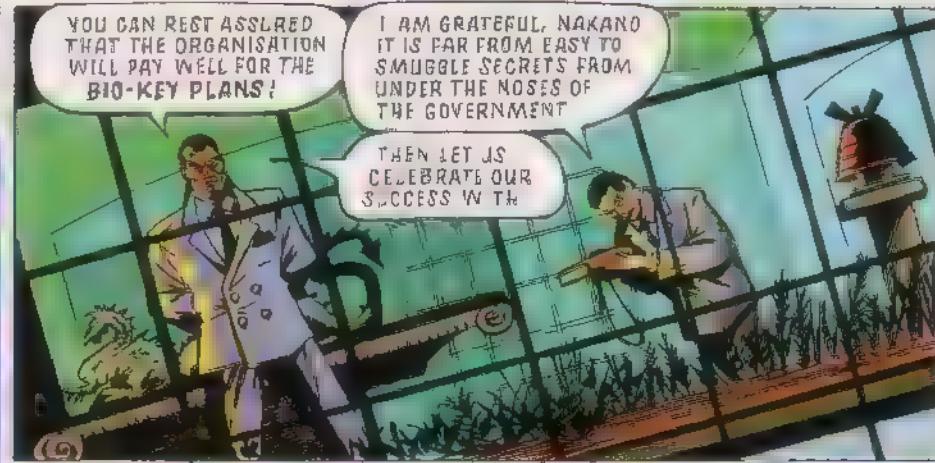


NEW

ETERNAL CHAMPIONS



1994 TOKYO, WHERE
GLEAMING NEON CASTS DARK
SHADOWS. AND DARK
SHADOWS HOLD DARK
SECRETS



MY INFORMERS
WERE SURE YOU
WERE DEAD

YOU ARE WITNESS
TO THEIR
MISTAKE

NO MATTER. IT'S A
MISTAKE THAT CAN
SOON BE REMEDIED
GUARDS!

NO LONE KILLER WILL PREVENT
ME FROM DEVELOPING THE
SECRETS OF BIO-KEY.

PTOW!
PERHAPS NO SINGLE
OPPONENT BUT NO
ONGER I'M ALONE

THE ETERNAL CHAMPIONS:

NINE ULTIMATE WARRIORS
FIGHTING ACROSS TIME FOR
THE SOUL OF THE FUTURE.

RAX COSWELL - 23rd CENTURY
PRO KICK BOXER

WE DONE GOOD. HU
FOLLOWED YOU IN.
JUST LIKE YOU
SAID

KER-AASH!

I THOUGHT
SUCH A SIMPLE
INSTRUCTION
WOULD BE IN THIS
E-BOOK YOUR
CAPABILITIES

JONATHAN BLADE -
21st CENTURY
BOUNTY HUNTER

CAN THE SWEET-TALK,
YAMATO. WE ALL KNOW
HOW FOND OF HIM YOU
ARE BUT NOW IT'S
TIME FOR FIGHTING.

VIOLENCE IS THE SANCTUARY
OF THE BRAINLESS AND THE
BARBARIAN. 'TIS THE SECRET
SCIENCE OF ALCHEMY THAT
HOLDS THE KEY TO THIS
STRUGGLE

XAVIER -
17th CENTURY
ALCHEMIST
AND WARLOCK

WITH A SIMPLE
TRANSFORMATION CHANT
THIS DEVIL'S WEAPON WILL
BECOME A USELESS
SLAB OF IRON

SPELL AIN'T
WORKING
MR MAGIC MAN.

THEN MY STAFF
MUST BE SUFFICIENT
TO TURN YOUR
BRAIN TO JELLY

YOUR BAND OF BATTLING
M. SPITS WON'T STOP THE
DEVELOPMENT OF THE
B.O. KEY PROJECT

JETTA MAXX - 19th CENTURY
REVOLUTIONARY

YAHH!

JETTA.
FORGET BIO-KEY
WATCH THE
CREEP BEHIND
YOU!

WHA ?

LARSEN TYLER -
1920'S CHICAGO
PRIVATE EYE

NEVER MND. I'LL
GIVE THE CREEP A
BLOODY NOSE
FOR YA

GAKK!

MITCHELL MIDDLETON KNIGHT, ALIAS MIDKNIGHT,
VAMPIRE BIO-CHEMIST FROM THE FUTURE STREETS
OF LONDON

SNEEEE?

NO, YOU HAVE
WOKEN THE
BLOOD LUST
IN THE
MONSTER

I AM NO
MONSTER
YOU CANNOT
COMPREHEND
THE HUNGER

C'MON, MIDKNIGHT -
KNOCK IT OFF
THIS AIN'T THE
TIME OR THE PLACE
FOR A SNACK

BUT I MUST
CONTROL IT. MY THIRST
MUST BE FOR BATTLE!

THOOM!
THOOM!

THEY'RE TOO
MUCH FOR US!
WE MUST FLEE!



NEWS

Zone

DON'T TRY TH

SONIC COUNTDOWN!

Sega set official release date for Sonic 3

Thursday, February 24th, 1994

Mark this date in your diaries Boomers, and cancel all other plans. Yes, this is the day - if all goes well - that **Sonic The Hedgehog 3** will be hitting the shops.

The brand-new Mega Drive game (reviewed in this issue) is Sonic's biggest outing since the release of **Sonic The Hedgehog 2** in November 1992. That game shattered all records in numbers sold - outselling conventional albums from stars like Madonna and Simply Red. Will **Sonic 3** be even bigger?

Sega are planning some mega activities around and after the launch of the game. Just what these secrets were was still hush-hush as STC went to press. However, be sure to check out next issue's **News Zone** for more details of the biggest Sonic event of 1994!

EA plans to send Nation's youth Skitchin'

In a diabolical plan to rid this country of its young, Electronic Arts will be launching the deadly sport of Skitchin' next month. A combination of skating and hitch-hiking, Skitchin' involves

grabbing hold of the nearest



IT HOME KIDS!

moving vehicle and racing from city to city across the USA.

Fortunately for all Skitchin' is confined to a new game for the Mega Drive, due for release in March. EA describes Skitchin' as a '...16-Meg radical rollerblade combat racing game', in which you have to 'Skitch' your way from L.A. to New York, through 12 major U.S. cities. There are no rules and no speed limits and only the toughest make it through to New York.



LAUGHING ALL THE WAY

Midland Bank step up their Sega interest

You certainly can't accuse the folks at Midland Bank of being a bunch of moneygrabbing old fogies. They're now offering their young **Livewhite** account customers the chance of winning Sega Mega Drives, Mega CDs, discounts on Sega games and even a free trip to Hollywood!

The **Livecash** account is aimed at customers aged 11 to 18 years and can be opened for as little as £1. Not only do new customers have the opportunity to enter a national free prize draw, but there's also a weekly chance to win a **Mega Drive** game or a radio cassette player. A video recorder is up for grabs each month while a holiday for four in Hollywood is on offer every three months.

For existing Livecash customers there is the chance to win a Mega Drive Mega CD and colour TV during January, February and March.

Those who get their
act together and
rely with a

14 days are
entered
into a
draw to
win one
of 15
Sega
Mega

addition to
this, every
Livecash customer

shopping vouchers which include 50% off selected Sega

games, a Top 30 CD for £8.99, a Top 30 cassette

for £9.99 a Top 20 v dep for £8.99 plus a must for any budding Barry Normans - a buy one & get one free offer on Odeon cinema tickets. There's even cheap pizzas!

Seems like at least one of the banks has been listening' to what its young customers want. If only hadn't just turned 18! - The Home Who Thinks She's In Charge,

Skitchin' comes from the team that produced *Road Rash* and it's promised that the action will be just as fast and hard. As controller, you take out other Skitchers that get in your way with a deadly arsenal of weapons and moves.

In the interest of safety STC advises all readers to keep their Skitch'n' activities confined to their Mega Drives. It's a lot safer - and you live longer!

KOMBAT ZONE

Mortal Kombat II hits the arcades

Impressive and fast-paced, it's the right kind of action for a movie packed with action-packed, well, until you see *Mortal Kombat II*. The game's fast, but you can't block attacks at all. It's just surprising, just barely making the cut as a "game." It beats its predecessor in every other, far more important, category. (The characters are slightly larger, more detailed, and all move faster); and feels faster and more intense than Mortal Kombat. (You know right away that there are many more ways to kill a character, for example).

In Mortal Kombat II, the unpleasant Shang Tsung has returned and has managed to lure the Mortal Kombatants into the stone ring. The Subworld Tournament (The former is much the same, but it's only the first time the combat takes place in a ring) is specifically set up in the Living Forest (with rotted trees) and a Ward of Genghis (a desecrating blade where the ground is littered with skulls).

There are now twelve fighters in control of their own destinies and two new characters you couldn't previously control (namely, Wong (Tung) and Reptile). Subversion, the Zangief, Shredder, Giga, Mr. X and Hakan are back (Donya, Blade and Iori are on holiday) while the new characters make their debut (Kintaro is a four-armed mutant, similar to Goro, only he's bigger and has tiger stripes down his back and Shaokhan wears spiky armour like Shredder's).

All the basic moves from Mortal Kombat are featured, but in an improved form, and extra moves are also abundant. The Kombat has new standard moves (there are at least three Special Moves for each character plus one Finishing Moves to boot). Furthermore, most characters can perform 3 moves or two in the air, which makes for a highly entertaining experience.

Scorpion now has ability mid-air throw. Sub-Zero's Ice Fire is more flexible (and gets Raiden's Raiden-Style). Johnny Cage has the Style Break and a powerful Shadow Uppercut, and Liu Kang's green Energy Waves seems him to burn like a fire dragon.

the broad new character is laid a. Unbeknownst to the world, he is the true heir to the Iron Fist legacy. Kung Lao (who has in the interim left the city to travel to the far reaches of the world) is the master of the Iron Fist, and he is the one who has been chosen to pass on the Iron Fist to the new Iron Fist. He is the Iron Fist, and he is the Iron Fist.

Probe-Galleys (who didn't expect to be) the Flying Edge team (now known as the Edge systems) are busy working away on the Mortal Kombat II conversion for the Sega Dreamcast. Mortal Kombat II will be released on the Flying Edge label before the end of the year. The team are continuing to work and continue will be free of charge as long as you shall see.



NEXT IN STC!
SHINOBI
INTO THE ENEMY CITADEL!

SONIC
JAWS OF THE
DANGEROUS!

**ETERNAL
CHAMPIONS**
ATTACK ON THE
WEAPONS COMPLEX

TAILS IN TROUBLE
AGAIN!



ALL THIS
AND MORE
IN

Sonic the Comic

20

ON SALE
SATURDAY
19th FEBRUARY



Shinobi

Start or Stand

THE NEO ZEED BUILDING,
TOKYO NOVEMBER 1993

A STEEL AND GLASS PALACE,
IT SERVES AS HOME FOR THE
ZEED'S MANY LEGITIMATE
BUSINESS INTERESTS

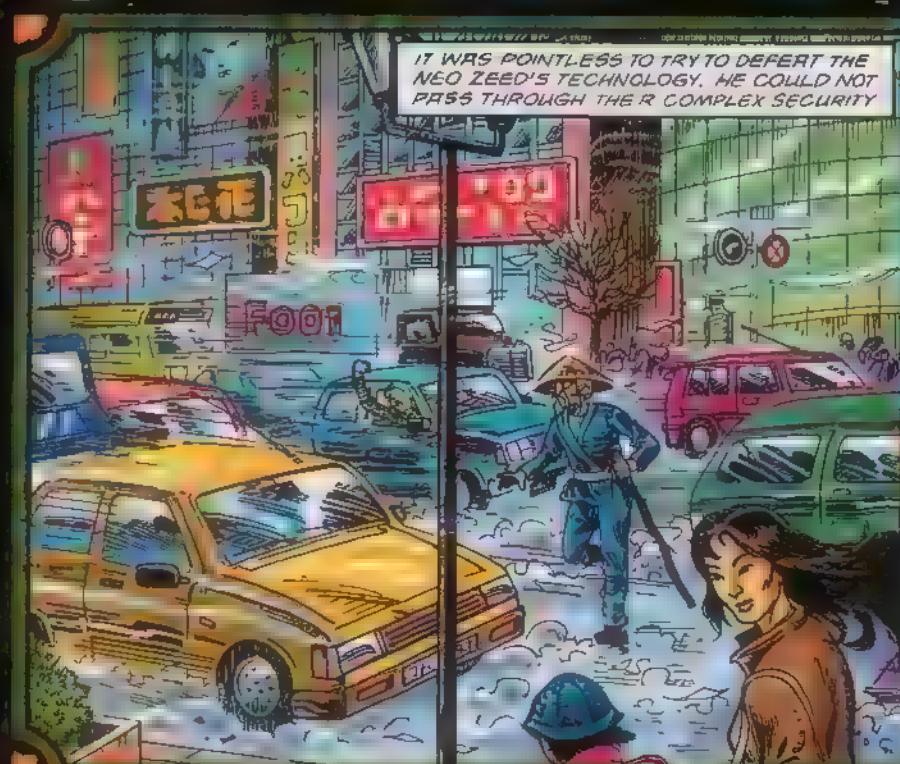
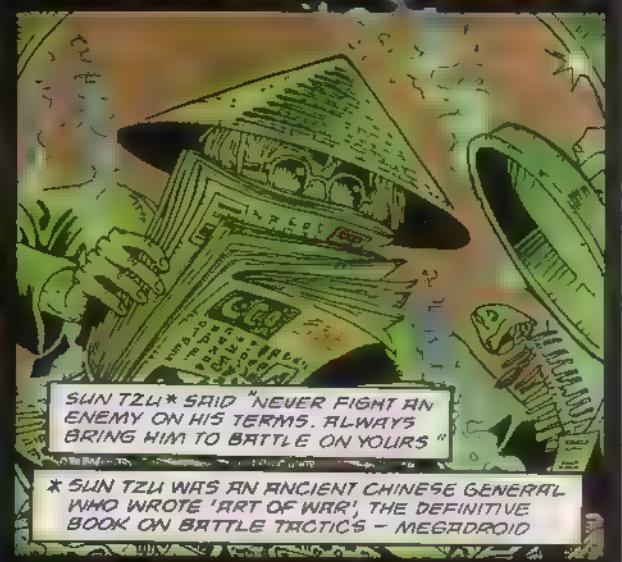
FULLY PROTECTED
BY LICENSED
ARMED GUARDS

IT WAS A FORTRESS
IMPOSSIBLE TO FORCE
AN ENTRANCE

EVEN IF HE COULD GETHOLD OF AN ENTRY CARD, HE WOULD NOT BE ABLE TO BREAK THE PIN* CODE

* NOTE PERSONAL IDENTIFICATION NUMBER

BUT THAT DIDNT MEAN THERE WASNTA WAY IN



JON HANARD

MOUNT HOTAKA,
HONSHU FIVE
YEARS EARLIER

EXCELLENT,
MUSASHI-SAN



I HAVE SPENT MOST OF MY LIFE LEARNING THE ARTS OF KARATE, KENDO AND ARCHERY...

YET ANY MAN WITH A GUN CAN KILL ME WITHOUT EFFORT...

IF YOU STAND IN FRONT OF A MAN WITH AN AUTOMATIC WEAPON, AND RISE YOUR SWORD, OF COURSE HE WILL SHOOT YOU



DIDN'T SUN TZU SAY: "WHEN YOU KNOW YOUR ENEMY AND CHOOSE YOUR BATTLE FIELD CAREFULLY, THE SMALLER FORCE IS ALWAYS ABLE TO OVERCOME THE LARGER."

IF YOU MUST FIGHT A MAN WITH A GUN, STRIKE HIM FROM BEHIND, WHEN HE LEAST EXPECTS IT

BUT SENSEI... THAT IS NOT THE WAY OF A WARRIOR, OR THAT IS NOT BUSHIDO*



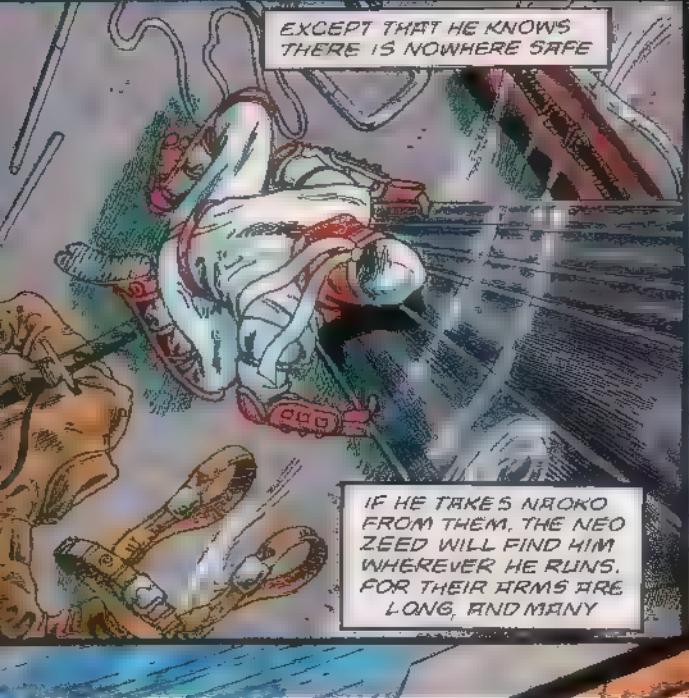
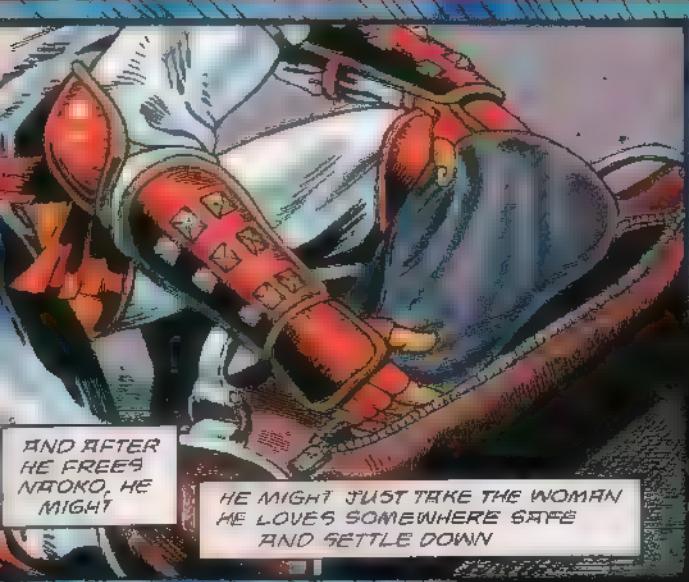
SOMETIMES, I WONDER WHAT YOU'RE USING FOR BRAINS, BOY.

* BUSHIDO IS THE ANCIENT CODE OF HONOUR GOVERNING ALL COMBAT BETWEEN SAMURAI - MECHADROID

SENSEI WAS RIGHT, OF COURSE.
THE NEO ZEED KILLED HIM
WITH POISON. HARDLY AN
HONOURABLE DEATH FOR A
GREAT SWORDSMAN

NAOKO, AN INNOCENT
YOUNG GIRL WHO COULD
DO THEM NO HARM

AND NOW THEY HOLD HER
PRISONER IN THAT GLITTER-
ING STEEL AND GLASS
TOWER ACROSS THE STREET



DIDN'T SUN TZU SAY
"THE BEST DEFENCE
IS A GOOD OFFENCE"

ACTUALLY HE DIDN'T...
BUT HE SHOULD HAVE



THE BUILDING WAS SO HIGH THAT
NOT EVEN THE SHIPICOLIS MINDS
OF THE NEO ZEED WOULD EXPECT
AN ATTACK FROM THE ROOF

ALL HE HAD TO DO NOW
WAS FIND ONE YOUNG GIRL
IN A BUILDING WITH OVER
A HUNDRED FLOORS

HE COULD USE HARRGEI*
BUT THAT WOULD TAKE TIME



* HARRGEI
IS A NINJA'S
RADAR LIKE
ABILITY -
MEGADROID



NEXT ISSUE THE SEARCH FOR NOKO.

Q

Zone

Mega Drive



CHUN LI

1. Hand Plant Kick

A move that, when used repeatedly can create a guaranteed win. A great move for placing the opposition off balance. Press Down and hard punch.

2. Flying Throw

A very powerful and useful move. Can cause great problems for your opponent. T while in the air and do a hard punch.

3. Power Throw

One of the best power moves. It also takes a lot of energy from your opponent. T and perform a hard punch.

4. Elbow

After performing a combination move use this to stun your opponent before they can retaliate. Stand next to opponent and punch.

SPECIAL MOVES

5. Lightning Kick

A fast and very powerful, surprise attack on your opponent. Watch Chun Li's feet become a blur as they speed into the opposition. Repeatedly use any kick.

6. Backflip

A very important move to master. This allows you to hit your opponent and get out of harms way before they fight back. T and perform a kick.

7. Spinning Bird Attack

Turn Chun Li into a sort of helicopter blade as she spins in to destroy your opponent's energy. Press Down for approx two seconds, then Up and kick.

8. Fireball

A very effective move to really damage your opponent's energy. Great for a counter attack on Ken or Ryu's fireball. A, A+Down, Down, Down+T, T and punch.

BALROG

1. Uppercut

A very powerful move from the former World Boxing Champion. Best used when you catch your opponent in the corner as they cannot escape. Press Down and hard punch.

2. Drop Punch

A nice move to use when combined with a combination of punches. Can be very destructive. Press Up, T and perform a hard punch.

3. Right Hook

Using various punches helps to confuse your opponent. This move can result in a devastating blow. Perform a hard kick.

4. Headbutt

A very violent move that can cause mass destruction to your enemy. Balrog will grab hold of the enemy and headbutt them. Stand next to opponent and perform a hard punch.

STREET FIGHTER II

SPECIAL

If you've had difficulty working out the various moves for your favourite characters in StreetFighter II, then take a look at the list below. To help all Boomers who received this as a Christmas present and went to win at the best beat-em-up ever, here is the complete list of moves for six of the characters. (check out the special key box on the right).

CHUN LI

ROCKY

AKUMA

EX-RAKU

SAGAT

EX-ROCKY

EX-EX-RAKU

EX-SAGAT

EX-EX-ROCKY

EX-EX-EX-RAKU

EX-EX-SAGAT

EX-EX-EX-ROCKY

EX-EX-EX-EX-RAKU

EX-EX-EX-SAGAT

EX-EX-EX-EX-ROCKY

EX-EX-EX-EX-EX-RAKU

EX-EX-EX-EX-SAGAT

EX-EX-EX-EX-EX-ROCKY

EX-EX-EX-EX-EX-EX-RAKU

EX-EX-EX-EX-EX-SAGAT

M BISON

VEGA

1. Sliding Kick

A great move to use for knocking the enemy over. As soon as they get up, repeat this move to withdraw even more of their energy. Down and hard punch.

2. Throw

Get hold of the enemy and throw them to the floor. A great move to use before rushing into the opposition. T and medium or hard punch.

3. Flying Kick

M. Bison has the most powerful flying kick in the game. Using this will take out a lot of energy from his opponent. Up+T and kick.

4. Belly Flop

A great move to use when getting into position for an air or ground attack on your opponent. Up+T and punch.

5. Fiery Fist

Use in a similar way to Balrog's uppercut. I.e. when trying to get the opponent into a corner T and hard punch.

SPECIAL MOVES

6. Psycho Crusher

Bison's most powerful move. This will turn him into a kind of missile surrounded by flames. Takes away a large chunk of your opponent's energy. A for approximately two seconds then T and punch.

7. Scissor Kick

A great surprise attack. Bison will look like he's retreating, then suddenly charge into the enemy. A for approximately two seconds, then T and kick.

8. Head Stomp

A clever move by Bison, which is really three-in-one (head-stomp, a kick to the face, and a slide into the opponent). Down for approximately two seconds, then Up and kick.

KEN'S SPECIALS

1. Footsweep Kick

Very nice move to use after standard flying kick. Down and kick.

2. Axe Kick

Flings your opponent off while he's in a stunned state to complete the job. Standard T and punch and perform a high kick.

3. Phoenix Fireball

Believe the while sees Ken throw big opponent across the scratch.

4. Aerial Hurricane

A super fast move to confuse your opponent. If an attempt to get out of the light corner jump. Then Down, Down+A, A and kick.

5. Hurricane Kick

A very fast and unpredictable move. Takes out a lot of energy, and your opponent will find it hard to block this kick. Down, Down+A, A and kick.

SPECIAL MOVES

6. Dragon Punch

A powerful punch which when used in combination of moves. Down, Down+T and punch.

7. Fireball

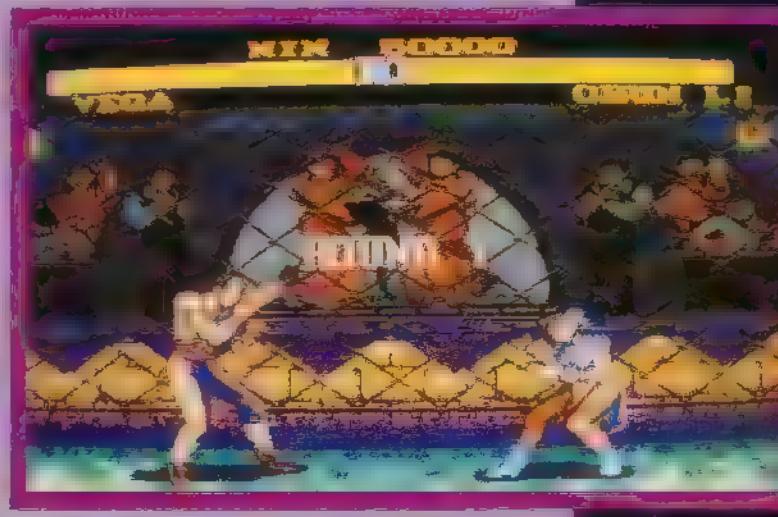
A long distance attack move which takes away a lot of energy. Even when trying to block.

8. Golden Fireball

Similar to the above, except this is much more powerful and fast. Only happens after firing three fireballs. Down, Down+T, T and punch. Repeat three times.

9. Hurricane Kick

A very fast and unpredictable move. Takes out a lot of energy, and your opponent will find it hard to block this kick. Down, Down+A, A and kick.



THE QUEST TO RESCUE THE MISSING ENCHANTER KING FROM THE LAND BEYOND IS OFF TO A SHAKY START.

TAILS,
YOU'RE SUPPOSED TO
BE THE CHAMPION OF THE
NAMELESS ZONE. NOW
PROVE IT!

SURE
EROL, I'M
JUST WAITING FOR
THE ER... RIGHT
MOMENT!

Tails

LOOK
I'VE TRIED TO
EXPLAIN ABOUT
THIS 'HERO' THING.
THERE'S BEEN A
MISTAKE...

COME
DOWN AND FIGHT,
COWARD!

RUN
AWAY!

THEY'RE
TOO TOUGH
FOR US!

SO, TELL
ME ABOUT THIS
'MISTAKE'...

OH
DEAR, I
THINK YOU'RE
GOING TO BE
CROSS!







NEXT ISSUE : SLY AS A FOX!

SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid (regretfully) says drawings cannot be returned or correspondence entered later.



Face the Facts

Dear STC,

I would like to know more about Sonic, Tails, Doctor Robotnik and the others. Why don't you bring out a Sonic and friends/enemies fact file? Nicholas Clark, Larkhall, Strathclyde, Sonic Water Fun Game Winner.



Funny you should mention that,

Nicholas, my old Boomer. We're

working on a Badnik database right

now. However, there's so many of them

it's going to take a while, but keep watching STC

for all sorts of Sega info!

Death of a Hedgehog?

Dear STC,

I have a query. I was talking to one of my friends who mentioned that he had read that Sonic would die in Sonic the Hedgehog 4. Naturally, I refused to believe him, but I'm now starting to wonder if this is true. If it is, who would replace him (who could?) -Tails, perhaps?

David Alexander, Ivybridge, Devon. MD owner.
Sonic Water Fun Game Winner.



A typical humu-case of mistaken identity. Since *Sonic 3* is only just about to come out (therefore, *Sonic 4* is a f-o-o-g way off), I'd suggest that any reports of Sonic popping his sneakers are greatly exaggerated.

Decap Reader

Dear STC,

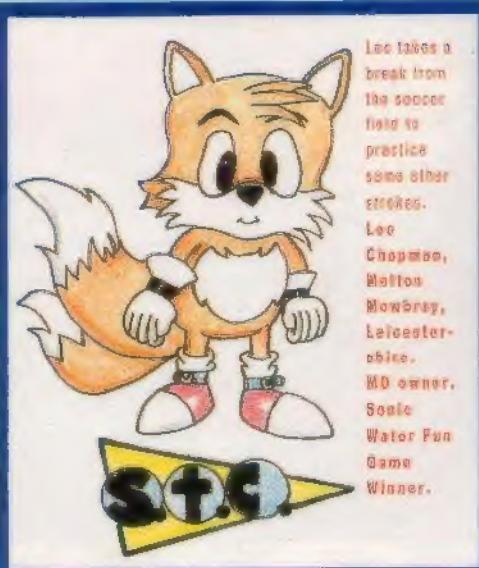
We get STC every fortnight and enjoy it very much (a particular favourite was Decap Attack). I would like to add that it has played an important part in encouraging my son to read for himself. Liz Keeley, Belper, Derbyshire.
Sonic Water Fun Game Winner.



Glad to be of help, Liz. Keep an eye on your son though. Reading Decap Attack can be hazardous to anyone's health!



Sonic goes to Legoland.
Sarah Player, Saffron Walden, Essex. GG and MS owner.
Sonic Water Fun Game Winner.



Lee takes a break from the soccer field to practice some other strokes.

Lee Chapman, Walton Monks, Leicester-shire.
MD owner.
Sonic Water Fun Game Winner.



The reasons for the price increase were explained in STC 13's Control

Zone, William, and believe me, the decision was not taken lightly. We don't have any control over the rising prices of raw materials, but we do try and make sure that STC carries the highest quality comic-strips and features. Therefore, STC will always be good value for money.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulons Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megatilicious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 672267.



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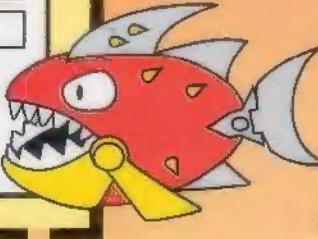
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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM: - (please tick)

MD XS GG MCD

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 19
OF STC?

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